

# RULES FOR COLLABORATIVE CAMPAIGN CREATION



Simple rules for creating a campaign with your players, as heard on Dragon Talk – the official Wizards of the Coast podcast

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My Thanks to Shelly Mazzanoble and Greg Tito for inviting me to the Dragon Talk podcast. And my thanks to you for subscribing to my mailing list and supporting my work. I could not create without your support. Thank you.

- Teos Abadia, Alphastream.org



*Disclaimer: Subscribing to my mailing list may fill your head with many ideas. Only you are responsible for the worlds you create, the madness you enable, and the dangers your players will face!*

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# INTRODUCTION

If you received this by subscribing to my mailing list at [Alphastream.org](http://Alphastream.org), thank you! In appreciation, I am providing my guide to collaborative campaign creation. This idea began as an appearance on Dragon Talk, the official D&D podcast. Host Shelly Mazzanoble and I discussed this process and I offered to share a written version of the process, along with the campaign we built together on the show! You can [watch the episode here](#).

## CONCEPT

Typically, you as DM will have an idea for a campaign. You will sit down and write it all down, by yourself. Then you invite your players over to play. You know the campaign setting intimately – after all, you created it. Your players? Even after several months some players will know very little about the setting. Your players also don't have any window into what is in store for them. Their engagement is likely lower than you wish it would be.

The Collaborative Campaign Creation process instead involves your players from the beginning, before play begins. Because players have a stake in the world, they will remember the details. Importantly, they are more engaged, caring more about experiencing the world.

Players will create characters after this collaborative session. This allows them to create characters based on the campaign, further enhancing engagement. If one of the campaign themes is intrigue, they will build characters to make the most of that. If it is tomb raiding, they will build characters for that kind of campaign instead.

The collaborative campaign creation process can be used with either a published adventure or a custom/homebrew campaign. I'll include examples of both, using the D&D 5E adventure *Icwind Dale: Rime of the Frostmaiden* as an example.

This concept of collaborative campaign creation is an evolution from one found in the original *Dresden Files* RPG. I've modified and refined the process. You can look at those rules for further inspiration, or from somewhat similar concepts in other games such as *FIASCO*, where we all establish the details of a setting and our relationships together. I discuss some of these approaches on my blog, [Alphastream.org](http://Alphastream.org).

